Meeting Agenda
Location: Hubben
Date: 2012-03-22
Time: 10:46
Facilitator: *Magnus Huttu*
Participants: Andreas Karlberg, Linus Karlsson and Jonathan Kara

1. Objectives (5 min)

   We want to know what we should know at the next meeting. We want to split the work between the four of us. We'd also like to determine two meetings which are going to be the same each week.

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).
   We need to solve the problem with all the image extensions. The cannon should be able to rotate without having to work with "ugly code". We need to start with the tetris blocks. We also need to implement everything into the "main code", no more tests. Let the cannon know it's direction.

3. Reports (15 min)

   We demonstrated our domain model yesterday and it wasn't very good criticism coming from the other people in the room. We are done with the bullets and with the foundation to the main project. We wrote some tests for the bullets and the cannon. We had a meeting with Joachim, where we solved some of our main issues.

4. From previous meetings, solved issues, e. t. c. , see 4
   We are completely done with the RAD. The domain model is improved and completed.

5. Discussion items (35 min)

   Image extensions
   a. If we paint the images in the Gameplay-state instead of letting the objects extend an image.
   b. Delete the "extends Image" from our objects and let the view paint an image of the object's position instead.
   c. Because the model doesn't get dependant on how it's shown.

   The blockbox
   a. We use two matrices where in the first one we have the falling blocks, which are shootable. In the other matrice we have the blocks that ain't fallin no more and if you shoot towards these blocks then the bullets just leap right through.
   b. We have one class with two matrices, "fallingBlocks" and "lockedBlocks".
   c. Because it's going to be easier to vary between the freezed blocks and the non-freezed blocks.

   Cannon rotation
   a. We are going to have a X-value that increases or decreases when we move the cannon. When we have a new X-value we can see between which intervall the

cannon is and from that value we also can see what rotation it should have.

   b. We are going to let the cannon keep it's direction in mind. In move(), we have if-cases where the direction of the cannon is changing.

   c. Easier to keep track of the rotation of the cannon.

6. Outcomes and assignments (5 min)
   a. It's decided that only a single .... (add to Issues, Wiki, Possible RAD)
   b. Linus should do the SDD.
   c. Linus should do the blocks.
   d. Magnus should do the blockbox.
   e. Andreas should do the cannon and the cannons movement.
   f. Kara should do the animation and the squares.

7. Wrap up
   a. We don't have anything unsolved.
   b. Monday 26/3